

CLAIMS

What is claimed is:

1. A method for creating protocol dependent and device dependent content from protocol independent and device independent content, comprising:
 - receiving protocol independent and device independent content object;
 - rendering the protocol independent and device independent content to protocol dependent and device independent content based on a resource descriptive framework (RDF) for a device; and
 - rendering the protocol dependent and device independent content to protocol dependent and device dependent content based on the RDF for the device.
2. The method of Claim 1, wherein the step of rendering the protocol independent and device independent content to protocol dependent and device independent content further comprises mapping the protocol independent and device independent content to a container storing protocol.
3. The method of Claim 2, wherein the step of rendering the protocol dependent and device independent content to protocol dependent and device dependent content further comprises registering the protocol dependent and device independent content with a handler storing device capabilities.
4. The method of Claim 1, further comprising receiving an extended action from a content developer.
5. The method of Claim 1, wherein the step of rendering the protocol independent and device independent content to protocol dependent and device independent content further comprises instantiating a device object based on the RDF for the device.

6. A system for creating protocol dependent and device dependent content from protocol independent and device independent content, comprising:
 - class files;
 - application programming interfaces for creating a protocol independent and device independent content object utilizing the class files;
 - an engine for rendering the protocol independent and device independent content object into protocol dependent and device independent content object; and
 - an engine for rendering the protocol dependent and device independent content object into protocol dependent and device dependent content object.
7. The system of Claim 6, wherein the protocol independent and device independent content object is mapped into a protocol dependent container.
8. The system of Claim 6, wherein the protocol dependent and device independent content is registered with a handler.
9. The system of Claim 6, wherein the protocol independent and device independent content object is created using object oriented programming.
10. The system of Claim 6, wherein the protocol independent and device independent content is created in an execute method that extends a first action.
11. The system of Claim 6, wherein the engine instantiates a device object for adapting content for a particular device.
12. The system of Claim 6, wherein the protocol dependent and device independent content is registered with a plurality of handlers.
13. A method for creating protocol dependent and device dependent content from protocol independent and device independent content, comprising:

creating protocol independent and device independent content object;
rendering the protocol independent and device independent content to protocol
dependent and device independent content; and
rendering the protocol dependent and device independent content to protocol
dependent and device dependent content.

14. The method of Claim 13, wherein creating protocol independent and device
independent content further comprises using object oriented programming.

15. The method of Claim 13, wherein the step of creating protocol independent and device
independent content further comprises using application programming interfaces.

16. The method of Claim 15, wherein the step of using application programming interfaces
further comprises implementing an action.

17. A method for building an application once that may be used on multiple devices
running multiple protocols, comprising:

creating protocol independent and device independent content;
adapting the content to multiple protocols; and
adapting the application to multiple devices.

18. The method of Claim 17, wherein the step of adapting the application to multiple
protocols further comprises

selecting one of the multiple protocols; and
adapting the content to the selected protocol.

19. The method of Claim 17, wherein the step of adapting the application to multiple
devices further comprises

selecting one of the multiple devices; and
adapting the application to the selected device.

20. A method for building an application once that may be used on multiple devices running multiple protocols, comprising:

- creating protocol independent and device independent content;
- rendering content to multiple devices; and
- rendering the content to multiple protocols.

21. A system for creating protocol dependent and device dependent content from protocol independent and device independent content, comprising:

- means for creating protocol independent and device independent content object;
- means for rendering the protocol independent and device independent content to protocol dependent and device independent content; and
- means for rendering the protocol dependent and device independent content to protocol dependent and device dependent content.

22. The system of Claim 21, wherein means for creating protocol independent and device independent content comprises means for using object oriented programming.

23. The system of Claim 21, wherein the means for creating protocol independent and device independent content further comprises means for using application programming interfaces.

24. The method of Claim 23, wherein the means for using application programming interfaces further comprises means for implementing an action.